Clackamas Community College

Online Course/Outline Submission System

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Section #1 General Course Information

Department: Art

Submitter

First Name: David
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Course Prefix and Number:DMC- 111

 # Credits:1

Contact hours

Lecture (# of hours):
Lec/lab (# of hours): 22
Lab (# of hours):
Total course hours: 22

For each credit, the student will be expected to spend, on average, 3 hours per week in combination of in-class and out-of-class activity.

Course Title: Introduction to Video Game Design

Course Description:

This course provides students with a the skills needed to integrate 3D assets and Motion Capture sessions into a Unity-driven game design environment. It will focus on game development skills and the processes required in today's interactive game design industry. From preproduction to game mechanics and design to production, students will utilize Unity game development tools to create powerful games and interactive Augmented Reality projects.

Type of Course: Lower Division Collegiate

Reason for the new course:

Specialized training for students interetested in working in the video game field.

Is this class challengeable?

No

Can this course be repeated for credit in a degree?

No

Is general education certification being sought at this time?

No

Does this course map to any general education outcome(s)?

No

Is this course part of an AAS or related certificate of completion?

Yes

Name of degree(s) and/or certificate(s):An elective to the DMC AAS degree

Are there prerequisites to this course?

No

Are there corequisites to this course?

No

Are there any requirements or recommendations for students taken this course?

No

Are there similar courses existing in other programs or disciplines at CCC?

No

Will this class use library resources?

No

Is there any other potential impact on another department?

No

Does this course belong on the Related Instruction list?

No

GRADING METHOD:

A-F or Pass/No Pass

Audit:Yes

When do you plan to offer this course?

✓ **Not every term**
✓ **Not every year**

Is this course equivalent to another?

If yes, they must have the same description and outcomes.

No

Will this course appear in the college catalog?

Yes

Will this course appear in the schedule?

Yes

Student Learning Outcomes:

Upon successful completion of this course, students should be able to:

1. demonstrate fundamental knowledge of Unity 3 tools,
2. implement UnityDevelop and UnityScriptEditor,
3. understand game development basics,
4. demonstrate the ability to produce an augmented reality project,
5. implement Motion Capture sessions into a Unity environment,
6. integrate 3D assets and characters.

This course does not include assessable General Education outcomes.

Major Topic Outline:

1. Introduction to Unity Workflow.
2. Motion capture and data processing.
3. Intermediate planning and game design.
4. Augmented Reality modeling.
5. Integration of props and motion capture sessions.
6. Processing and cleanup of data.
7. Rendering and Output.

Does the content of this class relate to job skills in any of the following areas:

1. Increased energy efficiency   **No**
2. Produce renewable energy   **No**
3. Prevent environmental degradation   **No**
4. Clean up natural environment   **No**
5. Supports green services   **No**

Percent of course:0%

Section #2 Course Transferability

Concern over students taking many courses that do not have a high transfer value has led to increasing attention to the transferability of LDC courses. The state currently requires us to certify that at least one OUS school will accept a

new LDC course in transfer. Faculty should communicate with colleagues at one or more OUS schools to ascertain how the course will transfer by answering these questions.

1. Is there an equivalent lower division course at the University?
2. Will a department accept the course for its major or minor requirements?
3. Will the course be accepted as part of the University's distribution requirements?

If a course transfers as an elective only, it may still be accepted or approved as an LDC course, depending on the nature of the course, though it will likely not be eligible for Gen Ed status.

Which OUS schools will the course transfer to? (Check all that apply)

Identify comparable course(s) at OUS school(s)

How does it transfer? (Check all that apply)

:

First term to be offered:

Specify term: Summer 2014